

# Buttons for Child Dialogs

Use this basic rule to create push buttons which correspond to the ENTER key, PF keys, 3270 keys or BS2000 keys for child dialogs.

This chapter covers the following topics:

- Maintaining the Buttons for Child Dialogs Rule
  - Overview of Options
  - Defining the Properties for a Push Button
- 

## Maintaining the Buttons for Child Dialogs Rule

The following applies when you have enabled the Function Keys rule and have defined the pattern of the function keys and their location on the characters screens.

You can use the Buttons for Child Dialogs rule to create push buttons containing the following:

- the function key label from the character screen (dynamic text),
- an image related to the function key label from the character screen (dynamic image),
- constant text which ignores the function key label from the character screen,
- a constant image which ignores the function key label from the character screen,

### To display all defined push buttons

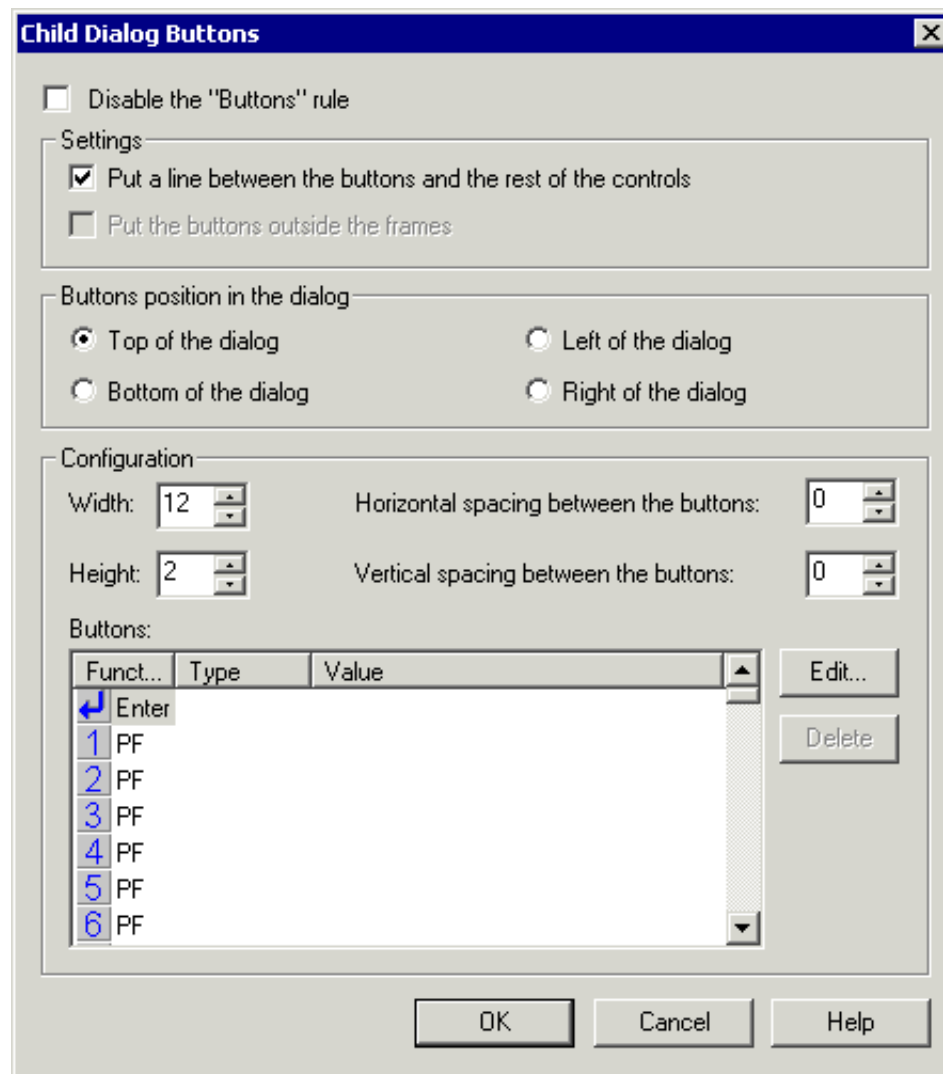
- From the **Basic** menu, choose **Buttons > Child Dialogs**.

The Buttons in the Child Dialogs dialog box appears. When a constant or dynamic image or constant text has already been defined for a push button, this is shown in the Buttons list box.

The following command buttons are available:

<b>Edit</b>	Modify the push button definition for the selected function key. Alternative: double-click a function key. See <i>Defining the Properties for a Push Button</i> .
<b>Delete</b>	Delete the push button definition for the selected function key and reset it to "dynamic text". The function key itself is not deleted.

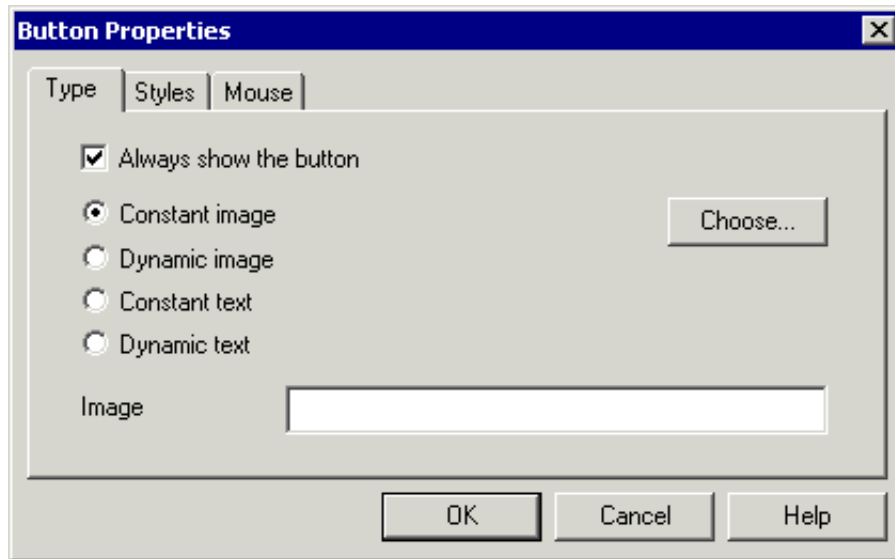
## Overview of Options



This dialog box contains the same information as the dialog box that is shown for the buttons in the main dialogs. The only exception is that buttons cannot be put outside the frames. See the section *Buttons for Main Dialogs* for detailed information on the options in this dialog box.

## Defining the Properties for a Push Button

The Button Properties dialog box appears when you select a function key in the Buttons in the Child Dialogs dialog box and choose the **Edit** button.



See the section *Buttons for Main Dialogs* for detailed information on the options in this dialog box.